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Maltweb multi-**axis** viewing interface and higher level scoping ...
[0042] In accordance with a **third** aspect of the invention, there is provided a ... regarding
the second point of the second **axis** in a **second display** region, ...
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System and method for wireless network content conversion for ...
In step 56 the unacceptable content is **replaced** with clipping commands that 6B-6K
illustrates up and down hand motion along the x-**axis**, which could ...
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Maltweb multi-**axis** viewing interface and higher level scoping ...
[0176] (3) Are there any cases under current law or **previous** law? ... [0180] The end user
begins at legislation (L) along the **Z-axis**, where the Fences 10 ...
www.freshpatents.com/Maltweb-multi-**axis**-viewing-interface-and-higher-level-scoping-
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The first rotating part moves the display around a first **axis**. ... second, and **third** transistors
which are coupled between a first power source for ...
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Shows the Points Per **Second display** rate for Merlin. This readout will display the
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Is there better camera control in UnrealEd? [Archive ...
I have a basic tutorial on my site that covers camera **navigation**: ...... mirrors the selected
actor about the **Z axis** ACTOR **REPLACE** BRUSH ...
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The **z-axis** module 212 is configured to differentiate between an object in contact with the
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Simultaneous display during surgical navigation - Patent 6374134
overlaying, on the **display** device, a representation of the calculated position ..... .alpha. will
change markedly from one positional placement to the next. ...
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User selected display of two-dimensional window in three ...
A user is unable, using the known approaches, to use direct manipulation techniques to
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Medical device programmer with internal antenna and display - US ...
Button 62 is a four-way (up, down, left, right) rocker switch that permits **navigation** through
items presented on **display** 28. ...
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are trying to **display** in Google Earth. Raster export will preserve the cartography of the
layer but is. not interactive. Vector export may sometimes **change** ...
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Input for three dimensional navigation using two joysticks ...
The pointing system as set forth in claim 1, further including **display** means for .... One of
the most critical factors lies in the **mouse** mapping **navigation** ...
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The browser enters segmentation mode, and the **cursor changes** to an arrow. .... These
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NMRView Spectral Display Windows
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display the result in three-dimensional image. However, because .... on a different screen
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<u>Hsieh, Tony; Wang, QuianYing; Paepcke, Andreas: Piles Across Space ...</u>
Robertson, G., **Czerwinski**, M., **Larson**, K., **Robbins**, D., **Thiel**, D.,**Dantzich**, M. **Data
mountain: using** spatial memory for **document management**, Proceedings of ...
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mouse-over text and spatial location memory to web page. retrieval in 3D. In Proc. of
Interact '99, IOS press, pp. 163-. 170. [3] Darken, R. & Sibert, ...
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van Dantzich et al. 2 The history of memory arts (context) - Patten ...
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[Czerwinski99] Czerwinski, M. P., Dantzich, M., Robertson, G. and Hoffman, H. "The

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Method and apparatus for providing a three-dimensional task ...
Czerwinski, M., et al., "The Contirubtion of Thumbnail Image, **Mouse-Over Text and
Spatial Location** Memory to Web Page Retrieval in 3D," Proceedings of ...
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INTERACT '99,. (1999), 163-170. 12.Egan, D. and Gomez, M. Assaying, ...
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GIS Monitor Nov 16, 2000
Once you have chosen a cell, you can fill in such things as the "**mouse over**" **text**, a URL,
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In fact, the typical **spatial** convert is largely compos mentis: not mad about maps, ... When
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By tearing down the virtual walls of current chat systems and by making **spatial location**
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age, **Mouse-over Text and Spatial Location** Memory to. Web Page Retrieval in 3D. In
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Spatial Location** Memory to Web Page. Retrieval in 3D. In Proc. ...

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1   3D or not 3D?: evaluating the effect of the third dimension in a document   ■
◈   management system
     Andy Cockburn, Bruce McKenzie
     March 2001 **Proceedings of the SIGCHI conference on Human factors in computing
                 systems CHI '01**
     Publisher: ACM Press

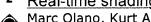   Full text available: 📄 pdf(796.83 KB)   Additional Information: full citation, abstract, references, citings, index
                                                                     terms, review

     Several recent research systems have provided interactive three-dimensional (3D)
     visualisations for supporting everyday work such as file and document management. But
     what improvements do these 3D interfaces offer over their traditional 2D counterparts?
     This paper describes the comparative evaluation of two document management systems
     that differ only in the number of dimensions used for displaying and interacting with the
     data. The 3D system is heavily based on Robertson et al.'s Data Moun ...

     Keywords: 3D user interfaces, document management, information visualisation, spatial
     memory

2   Real-time shading   ■
◈   Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell,
     Randi Rost
     August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
     Publisher: ACM Press
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     Real-time procedural shading was once seen as a distant dream. When the first version of
     this course was offered four years ago, real-time shading was possible, but only with one-
     of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes.
     Today, almost every new computer comes with graphics hardware capable of interactively
     executing shaders of thousands to tens of thousands of instructions. This course has been
     redesigned to address today's real-time shading capabili ...

3   Spatial Cognition: Evaluating the effectiveness of spatial memory in 2D and 3D   ■
◈   physical and virtual environments
     Andy Cockburn, Bruce McKenzie

April 2002 **Proceedings of the SIGCHI conference on Human factors in computing systems: Changing our world, changing ourselves CHI '02**
Publisher: ACM Press

Full text available: pdf(1.15 MB)   Additional Information: full citation, abstract, references, citings, index terms

User interfaces can improve task performance by exploiting the powerful human capabilities for spatial cognition. This opportunity has been demonstrated by many prior experiments. It is tempting to believe that providing greater spatial flexibility-by moving from flat 2D to 3D user interfaces-will further enhance user performance. This paper describes an experiment that investigates the effectiveness of spatial memory in real-world physical models and in equivalent computer-based virtual systems ...

Keywords: 3D user interfaces, document management, information visualization, spatial memory

4   Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research CASCON '97**
Publisher: IBM Press

Full text available: pdf(4.21 MB)   Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

5   Shape-based retrieval and analysis of 3D models
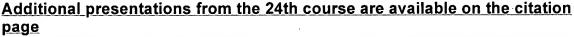Thomas Funkhouser, Michael Kazhdan
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press

Full text available: pdf(12.56 MB)   Additional Information: full citation, abstract

Large repositories of 3D data are rapidly becoming available in several fields, including mechanical CAD, molecular biology, and computer graphics. As the number of 3D models grows, there is an increasing need for computer algorithms to help people find the interesting ones and discover relationships between them. Unfortunately, traditional text-based search techniques are not always effective for 3D models, especially when queries are geometric in nature (e.g., find me objects that fit into thi ...

6   Exploiting perception in high-fidelity virtual environments: Exploiting perception in high-fidelity virtual environments
Additional presentations from the 24th course are available on the citation page
Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**
Publisher: ACM Press

Full text available: pdf(5.07 MB) , mov(68:6 MIN)   Additional Information: full citation, appendices and supplements, abstract, references, cited by, index terms

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and

techniques in collaboration, graphical, auditory, and haptic rendering. We aim to show how human perception is exploited to achieve realism in high fidelity environments within the constraints of available finite computational resources.In this course w ...

Keywords: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

7 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(63.03 MB)   Additional Information: full citation, abstract, citings

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

8 Computing curricula 2001

September 2001 **Journal on Educational Resources in Computing (JERIC)**

Publisher: ACM Press

Full text available: pdf(613.63 KB)   Additional Information: full citation, references, citings, index terms
html(2.78 KB)

9 Three-dimensional medical imaging: algorithms and computer systems

M. R. Stytz, G. Frieder, O. Frieder

December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4

Publisher: ACM Press

Full text available: pdf(7.38 MB)   Additional Information: full citation, references, citings, index terms, review

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering
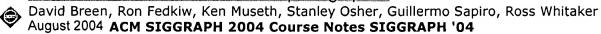
10 Visualizing geospatial data

Theresa Marie Rhyne, Alan MacEachren, Theresa-Marie Rhyne

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(14.01 MB)   Additional Information: full citation, abstract

This course reviews concepts and highlights new directions in GeoVisualization. We review four levels of integrating geospatial data and geographic information systems (GIS) with scientific and information visualization (VIS) methods. These include:• Rudimentary: minimal data sharing between the GIS and Vis systems• Operational: consistency of geospatial data• Functional: transparent communication between the GIS and Vis systems• Merged: one comprehensive toolkit environmentW ...

11 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.07 MB)   Additional Information: full citation, abstract, citings

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

12 The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.65 MB)   Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

13 An open-source CVE for programming education: a case study: An open-source CVE for programming education: a case study
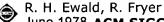
Andrew M. Phelps, Christopher A. Egert, Kevin J. Bierre, David M. Parks
July 2005 **ACM SIGGRAPH 2005 Courses SIGGRAPH '05**

Publisher: ACM Press

Full text available: pdf(7.92 MB)   Additional Information: full citation, references

14 Final report of the GSPC state-of-the-art subcommittee

R. H. Ewald, R. Fryer
June 1978 **ACM SIGGRAPH Computer Graphics**, Volume 12 Issue 1-2

Publisher: ACM Press

Full text available: pdf(7.85 MB)   Additional Information: full citation, abstract

This paper presents the final report of the ACM/SIGGRAPH Graphics Standards Planning Committee (GSPC) State-of-the-Art Subcommittee. This group's charter was to compare existing vector-oriented graphics packages to determine their similarities and differences. Eight graphics packages and the GSPC "Core System" were selected for review.

15 Selected writings on computing: a personal perspective

Edsger W. Dijkstra
January 1982 Book

Publisher: Springer-Verlag New York, Inc.

Additional Information: full citation, abstract, references, cited by, index terms

Since the summer of 1973, when I became a Burroughs Research Fellow, my life has been very different from what it had been before. The daily routine changed: instead of going to the University each day, where I used to spend most of my time in the company

of others, I now went there only one day a week and was most of the time that is, when not travelling!-- alone in my study. In my solitude, mail and the written word in general became more and more important. The circumstance that my employe ...

16 Special issue on knowledge representation

Ronald J. Brachman, Brian C. Smith
February 1980 **ACM SIGART Bulletin**, Issue 70

Publisher: ACM Press

Full text available: pdf(13.13 MB)   Additional Information: full citation, abstract, citings

In the fall of 1978 we decided to produce a special issue of the SIGART Newsletter devoted to a survey of current knowledge representation research. We felt that there were twe useful functions such an issue could serve. First, we hoped to elicit a clear picture of how people working in this subdiscipline understand knowledge representation research, to illuminate the issues on which current research is focused, and to catalogue what approaches and techniques are currently being developed. Secon ...

17 Status report of the graphic standards planning committee

Computer Graphics staff
August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3

Publisher: ACM Press

Full text available: pdf(15.01 MB)   Additional Information: full citation, references, citings

18 Image Retrieval from the World Wide Web: Issues, Techniques, and Systems

M. L. Kherfi, D. Ziou, A. Bernardi
March 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 1

Publisher: ACM Press

Full text available: pdf(294.13 KB)   Additional Information: full citation, abstract, references, citings, index terms

With the explosive growth of the World Wide Web, the public is gaining access to massive amounts of information. However, locating needed and relevant information remains a difficult task, whether the information is textual or visual. Text search engines have existed for some years now and have achieved a certain degree of success. However, despite the large number of images available on the Web, image search engines are still rare. In this article, we show that in order to allow people to profi ...

Keywords: Image-retrieval, World Wide Web, crawling, feature extraction and selection, indexing, relevance feedback, search, similarity

19 Crowd and group animation

Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton
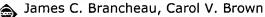August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.19 MB)   Additional Information: full citation, abstract

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

20 The management of end-user computing: status and directions

James C. Brancheau, Carol V. Brown

December 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 4

Publisher: ACM Press

Full text available: pdf(3.74 MB)   Additional Information: full citation, abstract, references, citings, index terms

The development of computing applications by the people who have direct need for them in their work has become commonplace. During the 1980s, development of applications by "end users" accelerated and became a key management and research concern. Known as "end-user computing," the phenomena and research associated with this trend cross a variety of disciplines. This article critically surveys the published literature on end-user computing (EUC) management according t ...

Keywords: desktop computing, end-user computing, information center, information technology management, personal computing

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1 The Rockin'Mouse: integral 3D manipulation on a plane
Ravin Balakrishnan, Thomas Baudel, Gordon Kurtenbach, George Fitzmaurice
March 1997 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '97**
Publisher: ACM Press
Full text available: 🗎 pdf(997.16 KB)   Additional Information: full citation, references, citings, index terms

Keywords: 3D graphical manipulators, 3D interaction, input devices, integral motion, mouse

2 Supporting 3D window manipulation with a yawing mouse
Rodrigo Almeida, Pierre Cubaud
October 2006 **Proceedings of the 4th Nordic conference on Human-computer interaction: changing roles NordiCHI '06**
Publisher: ACM Press
Full text available: 🗎 pdf(328.74 KB)   Additional Information: full citation, abstract, references, index terms

We present an interaction technique based on a yawing mouse (a device that senses the yaw orientation), designed for integral manipulation of 3D desktop windows in a three degrees-of-freedom space. We describe the construction of a prototype. A pilot study is conducted in order to investigate the performance gain expected with the yawing mouse. We then discuss some aspects of the form factors of devices intended to this kind of task.

Keywords: 3D interaction, input devices, integral manipulation, mouse, multiple degree-of-freedom, usability study

3 Application redirection: hosting Windows applications in 3D
Maarten van Dantzich, Vadim Gorokhovsky, George Robertson
November 1999 **Proceedings of the 1999 workshop on new paradigms in information visualization and manipulation in conjunction with the eighth ACM internation conference on Information and knowledge management NPIVM '99**
Publisher: ACM Press
Full text available: 🗎 pdf(1.15 MB)   Additional Information: full citation, abstract, references, citings, index

We present Application Redirection, a novel architecture that lets unmodified Windows applications be hosted in a 3D virtual environment. The result is a platform for experimentation in 3D Information Visualization in which the user retains all familiar productivity tools This paper describes the implementation of Application Redirection, using the Task Gallery to illustrate how it is used

Keywords: 3D user interfaces, 3D window managers, information visualization, window managers

4 Usability analysis of 3D rotation techniques

Ken Hinckley, Joe Tullio, Randy Pausch, Dennis Proffitt, Neal Kassell
October 1997 **Proceedings of the 10th annual ACM symposium on User interface software and technology UIST '97**
Publisher: ACM Press
Full text available: pdf(1.26 MB)   Additional Information: full citation, references, citings, index terms

Keywords: 3D input devices, arcball, evaluation, interactive 3D rotation, usability study, virtual manipulation, virtual sphere

5 Interaction: HoverCam: interactive 3D navigation for proximal object inspection

Azam Khan, Ben Komalo, Jos Stam, George Fitzmaurice, Gordon Kurtenbach
April 2005 **Proceedings of the 2005 symposium on Interactive 3D graphics and games I3D '05**
Publisher: ACM Press
Full text available: pdf(430.47 KB)   Additional Information: full citation, abstract, references, cited by, index terms

We describe a new interaction technique, called *HoverCam*, for navigating around 3D objects at close proximity. When a user is closely inspecting an object, the camera motions needed to move across its surface can become complex. For tasks such as 3D painting or modeling small detail features, users will often try to keep the camera a small distance above the surface. To achieve this automatically, HoverCam intelligently integrates tumbling, panning, and zooming camera controls into a sing ...

Keywords: 3D navigation, 3D viewers, 3D visualization, camera controls, interaction techniques

6 UniCam—2D gestural camera controls for 3D environments

Robert Zeleznik, Andrew Forsberg
April 1999 **Proceedings of the 1999 symposium on Interactive 3D graphics I3D '99**
Publisher: ACM Press
Full text available: pdf(586.01 KB)   Additional Information: full citation, references, cited by, index terms

Keywords: 3D viewing, camera control, camera manipulation, direct-manipulation, gesture, interaction

7

Exploring bimanual camera control and object manipulation in 3D graphics interfaces

Ravin Balakrishnan, Gordon Kurtenbach
May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit CHI '99**
Publisher: ACM Press

Full text available: 📄 pdf(1.06 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

We explore the use of the non-dominant hand to control a virtual camera while the dominant hand performs other tasks in a virtual 3D scene. Two experiments and an informal study are presented which evaluate this interaction style by comparing it to the status-quo unimanual interaction. In the first experiment, we find that for a target selection task, performance using the bimanual technique was 20% faster. Experiment 2 compared performance in a more complicated object docking task. P ...

Keywords: 3D interfaces, bimanual input, camera control, empirical evaluation, interaction techniques

8 <u>HoloSketch: a virtual reality sketching/animation tool</u>
Michael F. Deering
September 1995 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 2 Issue 3
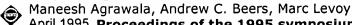**Publisher:** ACM Press

Full text available: 📄 pdf(2.83 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

This article describes HoloSketch, a virtual reality-based 3D geometry creation and manipulation tool. HoloSketch is aimed at providing nonprogrammers with an easy-to-use 3D "What-You-See-Is-What-You-Get" environment. Using head-tracked stereo shutter glasses and a desktop CRT display configuration, virtual objects can be created with a 3D wand manipulator directly in front of the user, at very high accuracy and much more rapidly than with traditional 3D drawing systems. HoloSke ...

Keywords: 3D animation, 3D graphics, CAD, graphics drawing systems, graphics painting systems, man-machine interface, virtual reality

9 <u>3D painting on scanned surfaces</u>
Maneesh Agrawala, Andrew C. Beers, Marc Levoy
April 1995 **Proceedings of the 1995 symposium on Interactive 3D graphics SI3D '95**
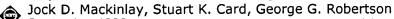**Publisher:** ACM Press

Full text available: 📄 pdf(2.91 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

We present an intuitive interface for painting on unparameterized three-dimensional polygon meshes using a 6D Polhemus space tracker as an input device. Given a physical object we first acquire its surface geometry using a Cyberware scanner. We then treat the sensor of the space tracker as a paintbrush. As we move the sensor over the surface of the physcial object we color the corresponding locations on the scanned mesh. The physical object provides a natural force-feedback guide for painti ...

Keywords: 3D painting, direct manipulation, painting systems, user-interface

10 <u>Rapid controlled movement through a virtual 3D workspace</u>
Jock D. Mackinlay, Stuart K. Card, George G. Robertson
September 1990 **ACM SIGGRAPH Computer Graphics , Proceedings of the 17th annual conference on Computer graphics and interactive techniques**

SIGGRAPH '90, Volume 24 Issue 4
Publisher: ACM Press

Full text available: pdf(687.90 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Computer graphics hardware supporting real-time interactive 3D animation has the potential to support effective user interfaces by enabling virtual 3D workspaces. However, this potential requires development of viewpoint movement techniques that support rapid and controlled movement through workspaces. Rapid movement through large distances avoids wasted work time; controlled movement near target objects allows the user to examine and interact with objects in the workspace. Current techniques fo ...

11 <u>Bare-hand 3D gesture input to interactive systems</u>

Pushkar Dhawale, Masood Masoodian, Bill Rogers
July 2006 **Proceedings of the 7th ACM SIGCHI New Zealand chapter's international conference on Computer-human interaction: design centered HCI CHINZ '06**
Publisher: ACM Press

Full text available: pdf(452.85 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

Although the 2D desktop metaphor has been the dominating paradigm of user interfaces for over two decades, 3D models of interaction are becoming more feasible due to advances in computer output hardware and software technology. However, conventional input devices such as a mouse or track-pad generally restrict direct manipulation interaction to a 2D paradigm. More sophisticated 3D input devices such data-gloves have been available for some time, but these tend to be expensive or restrictive in t ...

Keywords: bare hands input, computer vision, gesture input

12 <u>Information visualization using 3D interactive animation</u>

George G. Robertson, Stuart K. Card, Jack D. Mackinlay
April 1993 **Communications of the ACM**, Volume 36 Issue 4
Publisher: ACM Press

Full text available: pdf(7.01 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

13 <u>Extracting usability information from user interface events</u>

David M. Hilbert, David F. Redmiles
December 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 4
Publisher: ACM Press

Full text available: pdf(1.50 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

Modern window-based user interface systems generate user interface events as natural products of their normal operation. Because such events can be automatically captured and because they indicate user behavior with respect to an application's user interface, they have long been regarded as a potentially fruitful source of information regarding application usage and usability. However, because user interface events are typically voluminos and rich in detail, automated support is generally ...

Keywords: human-computer interaction, sequential data analysis, usability testing, user interface event monitoring

14 <u>Haptics: The CAT for efficient 2D and 3D interaction as an alternative to mouse</u>

adaptations

Martin Hachet, Pascal Guitton, Patrick Reuter

October 2003 **Proceedings of the ACM symposium on Virtual reality software and technology VRST '03**
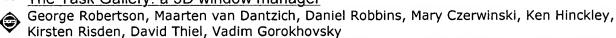
Publisher: ACM Press

Full text available: pdf(260.90 KB)   Additional Information: full citation, abstract, references, citings, index terms

We present the first usable prototype of the CAT (Control Action Table). The CAT is a 6 degree of freedom freestanding device, mixing isotonic and isometric sensing modes. It allows a group of users to interact with virtual environments by means of 3D and 2D interaction techniques. The innovating design of the CAT unifies the principle advantages of existing input devices while rejecting their main limitations. We present the resulting characteristics and compare the CAT to existing input device ...

Keywords: evaluation, input device, user interface

15 The Task Gallery: a 3D window manager

George Robertson, Maarten van Dantzich, Daniel Robbins, Mary Czerwinski, Ken Hinckley, Kirsten Risden, David Thiel, Vadim Gorokhovsky

April 2000 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '00**

Publisher: ACM Press

Full text available: pdf(1.19 MB)   Additional Information: full citation, abstract, references, citings, index terms

The Task Gallery is a window manager that uses interactive 3D graphics to provide direct support for task management and document comparison, lacking from many systems implementing the desktop metaphor. User tasks appear as artwork hung on the walls of a virtual art gallery, with the selected task on a stage. Multiple documents can be selected and displayed side-by-side using 3D space to provide uniform and intuitive scaling. The Task Gallery hosts any Windows application, using a novel *re ...*

Keywords: *3D user interfaces, spatial cognition, spatial memory, window managers*

16 Alternative interaction: Augmenting the mouse with pressure sensitive input

Jared Cechanowicz, Pourang Irani, Sriram Subramanian

April 2007 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '07**

Publisher: ACM Press

Full text available: pdf(393.97 KB)   Additional Information: full citation, abstract, references, index terms

In this paper we investigate the use of a uni-pressure and dual-pressure augmented mouse. With a pressure augmented mouse users can simultaneously control cursor positions as well as multiple levels of discrete selection modes for common desktop application tasks. Two or more independent pressure sensors can be mounted onto several locations on the body of the mouse. To highlight the design potential of a pressure augmented mouse we conducted a multi-part study. In the first part we identifie ...

Keywords: input device, interaction technique, mouse, pressure-based interaction

17 Demonstrational and constraint-based techniques for pictorially specifying application objects and behaviors

Brad Vander Zanden, Brad A. Myers

December 1995 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 2
Issue 4
Publisher: ACM Press

Full text available: pdf(3.70 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

The Lapidary interface design tool is a demonstrational system that allows the graphics and run-time behaviors that go inside an application window to be specified pictorially. In particular, Lapidary allows the designer to draw example pictures of application-specific graphical objects that the end user will manipulate (such as boxes, arrows, or elements of a list), the feedback that shows which objects are selected (such as small boxes on the sides and corners of an objec ...

Keywords: direct manipulation, interaction, interaction techniques, object-oriented design, programming by example, user interface management systems

18 <u>Revisiting 2D vs 3D implications on spatial memory</u>   ■
Andy Cockburn
January 2004 **Proceedings of the fifth conference on Australasian user interface - Volume 28 AUIC '04**
Publisher: Australian Computer Society, Inc.

Full text available: pdf(202.84 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Prior research has shown that the efficient use of graphical user interfaces strongly depends on human capabilities for spatial cognition. Although it is tempting to believe that moving from two- to three-dimensional user interfaces will enhance user performance through natural support for spatial memory, it remains unclear whether 3D displays provide these benefits. An experiment by Tavanti and Lind, reported at InfoVis 2001, provides the most compelling result in favour of 3D---their participa ...

Keywords: 3D user interfaces, evaluation, location learning, spatial memory

19 <u>Spatial Cognition: Evaluating the effectiveness of spatial memory in 2D and 3D</u>   ■
<u>physical and virtual environments</u>
Andy Cockburn, Bruce McKenzie
April 2002 **Proceedings of the SIGCHI conference on Human factors in computing systems: Changing our world, changing ourselves CHI '02**
Publisher: ACM Press

Full text available: pdf(1.15 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

User interfaces can improve task performance by exploiting the powerful human capabilities for spatial cognition. This opportunity has been demonstrated by many prior experiments. It is tempting to believe that providing greater spatial flexibility-by moving from flat 2D to 3D user interfaces-will further enhance user performance. This paper describes an experiment that investigates the effectiveness of spatial memory in real-world physical models and in equivalent computer-based virtual systems ...

Keywords: 3D user interfaces, document management, information visualization, spatial memory

20 <u>Alice: lessons learned from building a 3D system for novices</u>   ■
Matthew Conway, Steve Audia, Tommy Burnette, Dennis Cosgrove, Kevin Christiansen
April 2000 **Proceedings of the SIGCHI conference on Human factors in computing**

systems CHI '00
Publisher: ACM Press

Full text available: pdf(1.03 MB)   Additional Information: full citation, abstract, references, citings, index terms

We present lessons learned from developing Alice, a 3D graphics programming environment designed for undergraduates with no 3D graphics or programming experience. Alice is a Windows 95/NT tool for describing the time-based and interactive *behavior* of 3D objects, not a CAD tool for creating object geometry. Our observations and conclusions come from formal and informal observations of hundreds of users. Primary results include the use of LOGO-style egocentric coordinate systems, the use ...

Keywords: animation authoring tools, interactive 3D graphics

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1 Papers: managing user interaction: StyleCam: interactive stylized 3D navigation   ■
using integrated spatial & temporal controls
Nicholas Burtnyk, Azam Khan, George Fitzmaurice, Ravin Balakrishnan, Gordon Kurtenbach
October 2002 **Proceedings of the 15th annual ACM symposium on User interface software and technology UIST '02**
Publisher: ACM Press
Full text available: 📄 pdf(1.60 MB) 📄
wmv(323.00 bytes)   Additional Information: full citation, abstract, references, citings, index
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This paper describes StyleCam, an approach for authoring 3D viewing experiences that incorporate stylistic elements that are not available in typical 3D viewers. A key aspect of StyleCam is that it allows the author to significantly tailor what the user sees and when they see it. The resulting viewing experience can approach the visual richness and pacing of highly authored visual content such as television commercials or feature films. At the same time, StyleCam allows for a satisfying level of ...

Keywords: 3D navigation, 3D viewers, 3D visualization, camera controls, interaction techniques

2 Constrained 3D navigation with 2D controllers   ■
Andrew J. Hanson, Eric A. Wernert
October 1997 **Proceedings of the 8th conference on Visualization '97 VIS '97**
Publisher: IEEE Computer Society Press
Full text available: 📄 pdf(1.08 MB) 📄   Additional Information: full citation, references, citings, index terms
Publisher Site

Keywords: camera control, constrained navigation, navigation, viewing control

3 Motion prediction for caching and prefetching in mouse-driven DVE navigation   ■
Addison Chan, Rynson W. H. Lau, Beatrice Ng
February 2005 **ACM Transactions on Internet Technology (TOIT)**, Volume 5 Issue 1
Publisher: ACM Press

Full text available: 🗎 pdf(683.33 KB) . Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

A distributed virtual environment (DVE) allows geographically separated users to participate in a shared virtual environment via connected networks. However, when the users are connected by the Internet, bandwidth limitation and network latency may seriously affect the performance and the interactivity of the system. This explains why there are very few DVE applications for the Internet. To address these shortcomings, caching and prefetching techniques are usually employed. Unfortunately, the ef ...

Keywords: Mouse motion prediction, caching and prefetching, distributed virtual environments, virtual navigation

4 <u>An open-source CVE for programming education: a case study: An open-source CVE for programming education: a case study</u>
Andrew M. Phelps, Christopher A. Egert, Kevin J. Bierre, David M. Parks
July 2005 **ACM SIGGRAPH 2005 Courses SIGGRAPH '05**
Publisher: ACM Press
Full text available: 🗎 pdf(7.92 MB)   Additional Information: <u>full citation</u>, <u>references</u>

5 <u>Interaction: HoverCam: interactive 3D navigation for proximal object inspection</u>
Azam Khan, Ben Komalo, Jos Stam, George Fitzmaurice, Gordon Kurtenbach
April 2005 **Proceedings of the 2005 symposium on Interactive 3D graphics and games I3D '05**
Publisher: ACM Press
Full text available: 🗎 pdf(430.47 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>cited by</u>, <u>index terms</u>

We describe a new interaction technique, called *HoverCam*, for navigating around 3D objects at close proximity. When a user is closely inspecting an object, the camera motions needed to move across its surface can become complex. For tasks such as 3D painting or modeling small detail features, users will often try to keep the camera a small distance above the surface. To achieve this automatically, HoverCam intelligently integrates tumbling, panning, and zooming camera controls into a sing ...

Keywords: 3D navigation, 3D viewers, 3D visualization, camera controls, interaction techniques

6 <u>Devices: Interaction techniques for navigation through and manipulation of 2D and 3D data</u>
Dzmitry Aliakseyeu, Sriram Subramanian, Jean-Bernard Martens, Matthias Rauterberg
May 2002 **Proceedings of the workshop on Virtual environments 2002 EGVE '02**
Publisher: Eurographics Association
Full text available: 🗎 pdf(137.43 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>

In this article we present a working prototype incorporating some new interaction techniques for the navigation through and the manipulation of both 3D and 2D data. The prototype aims at professional applications like architectural design, surgical planning and geological exploration. Its design was influenced by the analysis of user requirements and by the requirement for a natural interface. The prototype permits the user to navigate through 3D and 2D data in order to explore the internal stru ...

Keywords: 2D interaction technique, 3D interface, augmented reality, manipulation, natural user interface, volume data navigation

7 Evaluating interaction: research papers: Exploring visual feedback of change conflict in a distributed 3D environment

Mark S. Hancock, John David Miller, Saul Greenberg, Sheelagh Carpendale

May 2006 **Proceedings of the working conference on Advanced visual interfaces AVI '06**

Publisher: ACM Press

Full text available: pdf(414.31 KB)   Additional Information: full citation, abstract, references, index terms

Teams that are geographically distributed often share information both in real-time and asynchronously. When such sharing is through groupware, change conflicts can arise when people pursue parallel and competing actions on the same information. This leads to problems in how the systems and its users maintain a consistent view of shared information across distance and time. We explore change awareness of conflicts in a three-dimensional distributed shared space. Our user study compares the use o ...

Keywords: asynchronous, change conflict, distributed collaboration, divergence, synchronous, visual feedback

8 Visualizing geospatial data

Theresa Marie Rhyne, Alan MacEachren, Theresa-Marie Rhyne

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(14.01 MB)   Additional Information: full citation, abstract

This course reviews concepts and highlights new directions in GeoVisualization. We review four levels of integrating geospatial data and geographic information systems (GIS) with scientific and information visualization (VIS) methods. These include:• Rudimentary: minimal data sharing between the GIS and Vis systems• Operational: consistency of geospatial data• Functional: transparent communication between the GIS and Vis systems• Merged: one comprehensive toolkit environmentW ...

9 Navigation and interaction: ShowMotion: camera motion based 3D design review

Nicolas Burtnyk, Azam Khan, George Fitzmaurice, Gordon Kurtenbach

March 2006 **Proceedings of the 2006 symposium on Interactive 3D graphics and games I3D '06**

Publisher: ACM Press

Full text available: pdf(404.38 KB)   Additional Information: full citation, abstract, references, index terms

We describe a new interactive system for 3D design review, built to exploit the visual perception cue of motion parallax, in order to enhance shape perception and aesthetic evaluation. Traditional CAD applications typically use "bookmarked" static views for design evaluation. In our system, we replace static views with moving "shots" interspersed with cinematic visual transitions. Furthermore, users can access shots by picking object features on the 3D model, which invokes a spatial search over ...

Keywords: 3D navigation, 3D viewers, 3D visualization, camera controls, design review, interaction techniques

10 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.07 MB)   Additional Information: full citation, abstract, citings

> Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

11 Crowd and group animation

Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.19 MB)   Additional Information: full citation, abstract

> A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

12 A generic approach for interfacing VRML browsers to various input devices and creating customizable 3D applications

Frank Althoff, Herbert Stocker, Gregor McGlaun, Manfred K. Lang

February 2002 **Proceeding of the seventh international conference on 3D Web technology Web3D '02**

Publisher: ACM Press

Full text available: pdf(266.82 KB)   Additional Information: full citation, abstract, references, citings, index terms

> In this work we present a generic architecture for interfacing various input devices to VRML browsers. Concentrating on the aspect of navigation, our system supports the full range of potential input devices from conventional haptic devices like keyboard and mouse over special Virtual-Reality devices like spacemouse and joystick to, as a special feature, semantically higher level input like speech and gesture recognition. The communication between the individual components of the system is based ...

13 The Rockin'Mouse: integral 3D manipulation on a plane

Ravin Balakrishnan, Thomas Baudel, Gordon Kurtenbach, George Fitzmaurice

March 1997 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '97**

Publisher: ACM Press

Full text available: pdf(997.16 KB)   Additional Information: full citation, references, citings, index terms

> **Keywords:** 3D graphical manipulators, 3D interaction, input devices, integral motion, mouse

14 Posters & demos: Using multimodal interaction to navigate in arbitrary virtual VRML worlds

Frank Althoff, Gregor McGlaun, Björn Schuller, Peter Morguet, Manfred Lang

November 2001 **Proceedings of the 2001 workshop on Perceptive user interfaces PUI '01**

Publisher: ACM Press

Full text available: 📄 pdf(1.82 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>

> In this paper we present a multimodal interface for navigating in arbitrary virtual VRML worlds. Conventional haptic devices like keyboard, mouse, joystick and touchscreen can freely be combined with special Virtual-Reality hardware like spacemouse, data glove and position tracker. As a key feature, the system additionally provides intuitive input by command and natural speech utterances as well as dynamic head and hand gestures. The commuication of the interface components is based on the abstr ...

15 Applications: A constrained road-based VR navigation technique for travelling in 3D city models

Timo Ropinski, Frank Steinicke, Klaus Hinrichs

December 2005 **Proceedings of the 2005 international conference on Augmented tele-existence ICAT '05**

Publisher: ACM Press

Full text available: 📄 pdf(701.23 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>

> In this paper we propose a novel navigation metaphor for the exploration of 3D city models in virtual environments. The presented metaphor supports intuitive navigation without disorientation through 3D city models in a manner similar to travelling in the real world. Based on a graph representation of the road network of a 3D city model camera paths are calculated and used to enable smooth camera motion. We will explain how smooth camera motions are computed and describe a user interface usable ...

> **Keywords:** 3D navigation, city models, travelling metaphor, virtual reality

16 Efficient and precise solid modelling using a 3D input device

André Stork, Martin Maidhof

May 1997 **Proceedings of the fourth ACM symposium on Solid modeling and applications SMA '97**

Publisher: ACM Press

Full text available: 📄 pdf(2.23 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

17 Course 4: State of the art in massive model visualization: Motivation and challenges

Dave Kasik

August 2007 **ACM SIGGRAPH 2007 courses SIGGRAPH '07**

Publisher: ACM Press

Full text available: 📄 pdf(5.32 MB)   Additional Information: <u>full citation</u>

18 Exploring 3D navigation: combining speed-coupled flying with orbiting

Desney S. Tan, George G. Robertson, Mary Czerwinski

March 2001 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '01**

Publisher: ACM Press

Full text available: 📄 pdf(182.90 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

> We present a task-based taxonomy of navigation techniques for 3D virtual environments, used to categorize existing techniques, drive exploration of the design space, and inspire new techniques. We briefly discuss several new techniques, and describe in detail one new techniques, Speed-coupled Flying with Orbiting. This technique couples control of

movement speed to camera height and tilt, allowing users to seamlessly transition between local environment-views and global overviews. Users can ...

Keywords: 3D virtual environments, egocentric navigation, interaction techniques, user studies

---

19 Applications: Is semitransparency useful for navigating virtual environments?

Luca Chittaro, Ivan Scagnetto
November 2001 **Proceedings of the ACM symposium on Virtual reality software and technology VRST '01**

Publisher: ACM Press
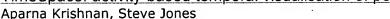
Full text available: pdf(734.58 KB)   Additional Information: full citation, abstract, references, citings, index terms

A relevant issue for any Virtual Environment (VE) is the navigational support provided to users who are exploring it. Semitransparency is sometimes exploited as a means to see through occluding surfaces with the aim of improving user navigation abilities and awareness of the VE structure. Designers who make this choice assume that it is useful, especially in the case of VEs with many levels of occluding surfaces, e.g. virtual buildings or cities. This paper is devoted to investigate this assumpt ...

Keywords: evaluation, navigation aids, wayfinding

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20 TimeSpace: activity-based temporal visualisation of personal information spaces

Aparna Krishnan, Steve Jones
January 2005 **Personal and Ubiquitous Computing,** Volume 9 Issue 1

Publisher: Springer-Verlag

Full text available: pdf(607.42 KB)   Additional Information: full citation, abstract, index terms, review

Users' personal information spaces are characterized by their content, organisation, and ongoing user interaction with them. They are fluid entities, evolving over time, and supporting multiple user activities that may require different perspectives of the same underlying information structure. Increasing storage capacity of computing devices and ready access to networked resources puts users at risk of information overload, and presents increasing challenges in organising and accessing t ...

Keywords: Information management, Personal information spaces, Visualisation

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21 Visualization: Using GeoVRML for 3D oceanographic data visualizations   ▬

Michael P. McCann
April 2004 **Proceedings of the ninth international conference on 3D Web technology Web3D '04**
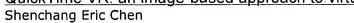**Publisher:** ACM Press
Full text available: 🗎 pdf(801.64 KB)   Additional Information: full citation, abstract, references, citings

The Monterey Bay Aquarium Research Institute operates two Remotely Operated Vehicles that routinely explore the depths of the ocean at sites around the north eastern Pacific Ocean. Our growing archive of observations -- which include high frequency navigation and environmental records, video frame grabs, sampling events, annotations of the video record, and multi-beam sonar bathymetric maps of the dive areas -- represents a rich resource for scientific studies. Recent advances in commodity 3D co ...

Keywords: GeoVRML. Web3D, Oceanography, ROV, VRML, scientific visualization, underwater, video

22 QuickTime VR: an image-based approach to virtual environment navigation   ▬

Shenchang Eric Chen
September 1995 **Proceedings of the 22nd annual conference on Computer graphics and interactive techniques SIGGRAPH '95**
Publisher: ACM Press
Full text available: 🗎 pdf(347.59 KB)   Additional Information: full citation, references, citings, index terms

Keywords: environment maps, image registration, image warping, panoramic images, real-time display, view interpolation, virtual reality

23 Application redirection: hosting Windows applications in 3D   ▬

Maarten van Dantzich, Vadim Gorokhovsky, George Robertson
November 1999 **Proceedings of the 1999 workshop on new paradigms in information visualization and manipulation in conjunction with the eighth ACM internation conference on Information and knowledge management NPIVM '99**
Publisher: ACM Press

Full text available: pdf(1.15 MB)   Additional Information: full citation, abstract, references, citings, index terms

We present Application Redirection, a novel architecture that lets unmodified Windows applications be hosted in a 3D virtual environment. The result is a platform for experimentation in 3D Information Visualization in which the user retains all familiar productivity tools This paper describes the implementation of Application Redirection, using the Task Gallery to illustrate how it is used

Keywords: 3D user interfaces, 3D window managers, information visualization, window managers

24 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(63.03 MB)   Additional Information: full citation, abstract, citings

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

25 Modeling and rendering II: An approach to Petri net based formal modeling of user interactions from X3D content

Jianghui Ying
April 2006 **Proceedings of the eleventh international conference on 3D web technology Web3D '06**
Publisher: ACM Press
Full text available: pdf(177.30 KB)   Additional Information: full citation, abstract, references, index terms

X3D standard provides a well defined and well controlled runtime model for user interaction and scripting. Information captured from X3D content, combined with the characteristics of X3D viewers, can be used to formally describe and model user interface and user interactions. Virtual Environments (VEs) and entities they contain are accessed using interaction techniques supported by available input and output devices. The interaction process can be modeled using Petri nets. In this paper, we give ...

Keywords: Petri net, X3D, formal methods

26 VRML history: storing and browsing temporal 3D-worlds

Hartmut Luttermann, Manfred Grauer
February 1999 **Proceedings of the fourth symposium on Virtual reality modeling language VRML '99**
Publisher: ACM Press
Full text available: pdf(3.31 MB)   Additional Information: full citation, references, citings, index terms

Keywords: VRML, data modeling, data visualization, spatio-temporal data

27 Exploiting perception in high-fidelity virtual environments: Exploiting perception in high-fidelity virtual environments
Additional presentations from the 24th course are available on the citation page
Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**
Publisher: ACM Press
Full text available: pdf(5.07 MB) Additional Information: full citation, appendices and supplements,
                  mov(68:6 MIN)   abstract, references, cited by, index terms

> The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques in collaboration, graphical, auditory, and haptic rendering. We aim to show how human perception is exploited to achieve realism in high fidelity environments within the constraints of available finite computational resources.In this course w ...

> **Keywords**: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

28 The Task Gallery: a 3D window manager
George Robertson, Maarten van Dantzich, Daniel Robbins, Mary Czerwinski, Ken Hinckley, Kirsten Risden, David Thiel, Vadim Gorokhovsky
April 2000 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '00**
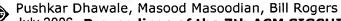**Publisher:** ACM Press
Full text available: pdf(1.19 MB)   Additional Information: full citation, abstract, references, citings, index terms

> The Task Gallery is a window manager that uses interactive 3D graphics to provide direct support for task management and document comparison, lacking from many systems implementing the desktop metaphor. User tasks appear as artwork hung on the walls of a virtual art gallery, with the selected task on a stage. Multiple documents can be selected and displayed side-by-side using 3D space to provide uniform and intuitive scaling. The Task Gallery hosts any Windows application, using a novel *re ...*

> **Keywords:** *3D user interfaces, spatial cognition, spatial memory, window managers*

29 Bare-hand 3D gesture input to interactive systems
Pushkar Dhawale, Masood Masoodian, Bill Rogers
July 2006 **Proceedings of the 7th ACM SIGCHI New Zealand chapter's international conference on Computer-human interaction: design centered HCI CHINZ '06**
Publisher: ACM Press
Full text available: pdf(452.85 KB)   Additional Information: full citation, abstract, references, index terms

> Although the 2D desktop metaphor has been the dominating paradigm of user interfaces for over two decades, 3D models of interaction are becoming more feasible due to advances in computer output hardware and software technology. However, conventional input devices such as a mouse or track-pad generally restrict direct manipulation interaction to a 2D paradigm. More sophisticated 3D input devices such data-gloves have been available for some time, but these tend to be expensive or restrictive in t ...

> **Keywords**: bare hands input, computer vision, gesture input

30 Line drawings from 3D models: Line drawings from 3D models

Szymon Rusinkiewicz, Doug DeCarlo, Adam Finkelstein
July 2005 **ACM SIGGRAPH 2005 Courses SIGGRAPH '05**
Publisher: ACM Press
Full text available: pdf(9.46 MB)   Additional Information: full citation, references

31 Section 01: augmented education: Design of a 3D interactive math learning
environment

Jason Elliott, Amy Bruckman
June 2002 **Proceedings of the conference on Designing interactive systems:**
              processes, practices, methods, and techniques DIS '02
Publisher: ACM Press
Full text available: pdf(1.69 MB)   Additional Information: full citation, abstract, references, index terms

> Can 3D graphics help high-school students learn advanced mathematics? Can we create a
> sufficiently compelling application such that students would choose to play with advanced
> math concepts for fun? What usability problems does this technology pose for novice
> users? AquaMOOSE 3D is a desktop 3D environment designed to help students learn
> about the behavior of parametric equations. AquaMOOSE is based on an educational
> philosophy called constructionism, which advocates learning through design and ...
>
> **Keywords**: 3D, CSCL, constructionism, education applications, math learning, online
> communities, usability

32 Accelerometer-based gesture control for a design environment

Juha Kela, Panu Korpipää, Jani Mäntyjärvi, Sanna Kallio, Giuseppe Savino, Luca Jozzo, Di
Marca
July 2006 **Personal and Ubiquitous Computing**, Volume 10 Issue 5
Publisher: Springer-Verlag
Full text available: pdf(497.96 KB)   Additional Information: full citation, abstract, cited by, index terms

> Accelerometer-based gesture control is studied as a supplementary or an alternative
> interaction modality. Gesture commands freely trainable by the user can be used for
> controlling external devices with handheld wireless sensor unit. Two user studies are
> presented. The first study concerns finding gestures for controlling a design environment
> (Smart Design Studio), TV, VCR, and lighting. The results indicate that different people
> usually prefer different gestures for the same task, and hence it s ...
>
> **Keywords**: Accelerometer, Gesture control, Gesture recognition, Mobile device,
> Multimodal interaction

33 Seeing, hearing, and touching: putting it all together

Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(20.64 MB)   Additional Information: full citation

34 Combining 2D and 3D views for orientation and relative position tasks

Melanie Tory, Torsten Moller, M. Stella Atkins, Arthur E. Kirkpatrick

April 2004 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '04**
Publisher: ACM Press

Full text available: 📄 pdf(1.57 MB)   Additional Information: full citation, abstract, references, citings, index terms

We compare 2D/3D combination displays to displays with 2D and 3D views alone. Combination displays we consider are: orientation icon (i.e., side-by-side), in-place methods (e.g., clip planes), and a new method called ExoVis. We specifically analyze performance differences (i.e., time and accuracy) for 3D orientation and relative position tasks. Empirical results show that 3D displays are effective for approximate navigation and relative positioning whereas 2D/3D combination displays (orientation ...

Keywords: 2D and 3D visualization, display design, empirical study, experiment, orientation and relative position tasks

35 Gesture and interaction: HingeSlicer: interactive exploration of volume images using extended 3D slice plane widgets

Tim McInerney, Sara Broughton
June 2006 **Proceedings of Graphics Interface 2006 GI '06**

Publisher: Canadian Information Processing Society

Full text available: 📄 pdf(463.43 KB)   Additional Information: full citation, abstract, references, index terms

We present a 3D interaction model for exploring volume image data by extending the capabilities of 3D slice plane widgets. Our model provides the ability to navigate through a volume image in a fast, intuitive manner, using object-relative user navigation. Employing a cut-fold-slide analogy, 3D slice plane widgets are rotated and translated relative to each other. The planes can be progressively cut to extend existing views and form staircase-like arrangements, minimizing occlusion and visual cl ...

Keywords: medical visualization, scientific visualization, three dimensional interaction techniques

36 Novel interaction modalities II: An intelligent 3D user interface adapting to user control behaviors

Tsai-Yen Li, Shu-Wei Hsu
January 2004 **Proceedings of the 9th international conference on Intelligent user interfaces IUI '04**
Publisher: ACM Press

Full text available: 📄 pdf(277.15 KB)   Additional Information: full citation, abstract, references, index terms

The WALK mode is one of the most common navigation interfaces for 3D virtual environments. However, due to the limited view angle and low frame rate, users are often blocked by obstacles when they navigate in a cluttered virtual scene with such a mode. Intelligent 3D navigation interfaces with assisting mechanisms, such as motion planning methods or virtual force fields, have been proposed in the literature to improve navigation efficiency. Nevertheless, the applicability of these methods is sub ...

Keywords: adaptive assisting mechanism, artificial force field, intelligent 3D interface, personalized user interface control

37 The challenges of 3D interaction: a CHI '94 workshop
Kenneth P. Herndon, Andries van Dam, Michael Gleicher
October 1994 **ACM SIGCHI Bulletin**, Volume 26 Issue 4

Publisher: ACM Press

Full text available: pdf(880.84 KB)   Additional Information: full citation, abstract, references, citings, index terms

3D computer graphics is becoming more and more popular due to the increased availability of 3D hardware and software on all classes of computers. However, despite this growing popularity and the existence of a number of successful 3D graphics applications, particularly in CAD, CAE, and medical and scientific visualization, the field is still very immature, There are no widely accepted standards for hardware or software platforms; learning to implement or use 3D graphics software is still extreme ...

38 Evaluating 3D task performance for fish tank virtual worlds

Kevin W. Arthur, Kellogg S. Booth, Colin Ware

July 1993 **ACM Transactions on Information Systems (TOIS)**, Volume 11 Issue 3

Publisher: ACM Press

Full text available: pdf(2.04 MB)   Additional Information: full citation, references, citings, index terms

Keywords: head-coupled display, stereopsis, virtual reality, virtual worlds

39 Full Papers: Annotating and sketching on 3D web models

Thomas Jung, Mark D. Gross, Ellen Yi-Luen Do

January 2002 **Proceedings of the 7th international conference on Intelligent user interfaces IUI '02**

Publisher: ACM Press

Full text available: pdf(1.03 MB)   Additional Information: full citation, abstract, references, citings, index terms

This paper reports on our progress and findings in building a Web annotation system for non-immersive 3D virtual environments. Over the last two years, we developed and tested two systems for collaborating designers to comment on virtual 3D models. Our first system, Redliner [12] lets design team members browse and leave text annotations on surfaces in three-dimensional models. Experience with Redliner, including two user evaluations in different settings, led us to develop Space Pen [13], a sec ...

Keywords: 3D models, Java 3D, VRML, annotation, collaboration, gesture recognition, pen-based interface, sketch in 3D

40 The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.65 MB)   Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

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1 <u>Contextualized text explanations for visualizations</u>

■

Wallace Chigona, Thomas Strothotte

June 2002 **Proceedings of the 2nd international symposium on Smart graphics SMARTGRAPH '02**

Publisher: ACM Press

Full text available: 📄 <u>pdf(1.19 MB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>

According to the multimedia design principle of spatial contiguity, presenting text explanations for visualizations within the image space improves the users' ability to make referential links between the text and its corresponding objects. In this paper we introduce a concept of *Dual-Use of Image Space* (DUIS) and we show how the concept presents text explanations for visualizations within the image space without obstructing the image. In DUIS the pixels are used both as shading informati ...

Keywords: dual-use of image space, hypertext navigation, image maps, smooth transition, spatial contiguity, text explanations

2 <u>Motor input assistance: From letters to words: efficient stroke-based word completion for trackball text entry</u>

■

Jacob O. Wobbrock, Brad A. Myers

October 2006 **Proceedings of the 8th international ACM SIGACCESS conference on Computers and accessibility Assets '06**

Publisher: ACM Press

Full text available: 📄 <u>pdf(535.35 KB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

We present a major extension to our previous work on *Trackball EdgeWrite*--a unistroke text entry method for trackballs--by taking it from a character-level technique to a word-level one. Our design is called *stroke-based word completion,* and it enables efficient word selection as part of the stroke-making process. Unlike most word completion designs, which require users to select words from a list, our technique allows users to select words by performing a fluid *crossing gesture* ...

Keywords: *EdgeWrite, Fitts' law, Hick-Hyman law, WiViK, Zipf's law, gestures, goal crossing, steering law, text input, trackballs, unistrokes, word prediction and completion, word-level text entry*

3

Short talks-Specialized section: emotion: Visualizing the affective structure of a text document
Hugo Liu, Ted Selker, Henry Lieberman
April 2003 **CHI '03 extended abstracts on Human factors in computing systems CHI '03**
Publisher: ACM Press
Full text available: pdf(297.36 KB)   Additional Information: full citation, abstract, references, citings

This paper introduces an approach for graphically visualizing the affective structure of a text document. A document is first affectively analyzed using a unique textual affect sensing engine, which leverages commonsense knowledge to classify text more reliably and comprehensively than can be achieved with keyword spotting methods alone. Using this engine, sentences are annotated using six basic Ekman emotions. Colors used to represent each of these emotions are sequenced into a color bar, which ...

Keywords: emotion and affective UI, software architecture and engineering, visual design, visualization, world wide web and hypermedia

4 Mediacaptain - a demo
Florian Mueller
October 2000 **Proceedings of the eighth ACM international conference on Multimedia MULTIMEDIA '00**
Publisher: ACM Press
Full text available: pdf(401.54 KB)   Additional Information: full citation, abstract, index terms

The mediacaptain is a system that facilitates indexing, browsing, summarizing and retrieval of video, on the Web with the support of supplementary material.

The demo is available over the Web at htt://www.mediacaptain.com. It is a presentation about the mediacaptain using the features of the mediacaptain.

In order to experience all the possibilities of the mediacaptain, it is advisable to watch the video at the given URL and make use of the provided functionality.

Keywords: buffering, demo, streaming media, streaming video, supplementary graphics, supplementary text, user interface, video and text, video on the Web

5 Small devices 2: Summary thumbnails: readable overviews for small screen web browsers
Heidi Lam, Patrick Baudisch
April 2005 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '05**
Publisher: ACM Press
Full text available: pdf(2.18 MB)   Additional Information: full citation, abstract, references, citings, index terms

In order to display web pages designed for desktop-sized monitors, some small-screen web browsers provide single-column or thumbnail views. Both have limitations. Single-column views affect page layouts and require users to scroll significantly more. Thumbnail views tend to reduce contained text beyond readability, so differentiating visually similar areas requires users to zoom. In this paper, we present *Summary Thumbnails*-thumbnail views enhanced with readable text fragments. Summary Th ...

Keywords: PDA, overview, semantic zoomingblutwurst, small screen device, thumbnail view, web browsing

6 Mediacaptain - an interface for browsing streaming media

Florian Mueller

October 2000 **Proceedings of the eighth ACM international conference on Multimedia MULTIMEDIA '00**

Publisher: ACM Press

Full text available: pdf(343.64 KB)   Additional Information: full citation, abstract, references, citings, index terms

The increase of bandwidth and streaming technology has made video on the Web the current "killer-app" of the dot-com world. However, users still face many problems. Users have to find the right video and the right segment within the video. Locally stored files provide easy (but still not very sophisticated) access to individual points in the video by utilizing a seek slider. If the video is streamed over the Internet, this slider loses much of its attraction. Every accessed point ...

Keywords: buffering, streaming media, streaming video, supplementary graphics, supplementary text, user interface, video and text, video on the Web

7 The impact of fluid documents on reading and browsing: an observational study

Polle T. Zellweger, Susan Harkness Regli, Jock D. Mackinlay, Bay-Wei Chang

April 2000 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '00**

Publisher: ACM Press

Full text available: pdf(1.10 MB)   Additional Information: full citation, abstract, references, citings, index terms

Fluid Documents incorporate additional information into a page by adjusting typography using interactive animation. One application is to support hypertext browsing by providing glosses for link anchors. This paper describes an observational study of the impact of Fluid Documents on reading and browsing. The study involved six conditions that differ along several dimensions, including the degree of typographic adjustment and the distance glosses are placed from anchors. Six subjects read and ...

Keywords: eye tracking, fluid documents, fluid user interfaces, focus+context, hypertext navigation, on-line reading, studies of dynamic user interfaces

8 Session 12: interfacing stored media II: Collages as dynamic summaries for news video

Michael G. Christel, Alexander G. Hauptmann, Howard D. Wactlar, Tobun D. Ng

December 2002 **Proceedings of the tenth ACM international conference on Multimedia MULTIMEDIA '02**
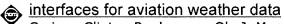
Publisher: ACM Press

Full text available: pdf(741.80 KB)   Additional Information: full citation, abstract, references, citings, index terms

This paper introduces the *video collage*, a novel effective interface for browsing and interpreting video collections. The paper discusses how collages are automatically produced, illustrates their use, and evaluates their effectiveness as summaries across news stories. Collages are presentations of text and images derived from multiple video sources, which provide an interactive visualization for a set of video documents, summarizing their contents and providing a navigation aid for furth ...

Keywords: information visualization, video collage, video surrogate

9 Accepted Posters: Information filtering using bayesian networks: effective user interfaces for aviation weather data
Corinne Clinton Ruokangas, Ole J. Mengshoel
January 2003 **Proceedings of the 8th international conference on Intelligent user interfaces IUI '03**
Publisher: ACM Press

Full text available: pdf(1.09 MB)   Additional Information: full citation, abstract, references, cited by, index terms

Weather is a complex, dynamic process with tremendous impact on aviation. While pilots often have access to large amounts of aviation weather data, they find it difficult and time-consuming to identify weather hazards, due to the sheer amount and cryptic formatting of the data. To address this challenge, we have developed information filtering concepts based on a unified Bayesian network model, integrating text and graphical weather data in the context of specific mission, equipment and personal ...

Keywords: bayesian models, bayesian networks, data filtering, information management, intelligent visualization, situation awareness

10 Visualization for libraries: combinFormation: a mixed-initiative system for representing collections as compositions of image and text surrogates
Andruid Kerne, Eunyee Koh, Blake Dworaczyk, J. Michael Mistrot, Hyun Choi, Steven M. Smith, Ross Graeber, Daniel Caruso, Andrew Webb, Rodney Hill, Joel Albea
June 2006 **Proceedings of the 6th ACM/IEEE-CS joint conference on Digital libraries JCDL '06**
Publisher: ACM Press

Full text available: pdf(482.39 KB)   Additional Information: full citation, abstract, references, index terms

People need to find, work with, and put together information. Diverse activities, such as scholarly research, comparison shopping, and entertainment involve collecting and connecting information resources. We need to represent collections in ways that promote understanding of individual information resources and also their relationships. Representing individual resources with images as well as text makes good use of human cognitive facilities. Composition, an alternative to lists, means putting ...

Keywords: collections, information discovery, mixed-initiative systems

11 3b---Short Papers: Our Collective Experience: Is EOS the dawn of hypertext literature in Korea?
Hyunju Ryu
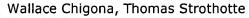September 2001 **Proceedings of the twelfth ACM conference on Hypertext and Hypermedia HYPERTEXT '01**
Publisher: ACM Press

Full text available: pdf(47.70 KB)   Additional Information: full citation, abstract, references, index terms

The aim of this paper is to describe briefly the Hypertext and Literature project (http://cos.met.go.kr) and to address the problems of hypertext literature in Korea. The project is named EOS, the goddess of dawn in Greek mythology, in the hope that it will usher in the beginning of this new literature form. The EOS project is a large-scale effort to create a collaborative poetry `forest' (a tree structure of verse) that emerges from a single contribution, or the `seed' poem.

Keywords: collaborative writing, hyperlink, hypertext literature, open authorship, wreader

12 <u>World Wide Web: Contextualized preview of image map links</u>

Wallace Chigona, Thomas Strothotte

June 2002 **Proceedings of the thirteenth ACM conference on Hypertext and hypermedia HYPERTEXT '02**

Publisher: ACM Press

Full text available: <u>pdf(1.17 MB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Previewing links in hypertext navigation helps reduce the cognitive overhead associated with deciding whether or not to follow a link. In this paper we introduce a new concept called Dual-Use of Image Space (DUIS) and we show how it is used provide preview information of image map links. In DUIS the pixels in the image space are used both as shading information as well as characters which can be read. This concept provides a mechanism for placing the text information related to images in context ...

Keywords: dual-use of image space, hypertext navigation, image maps, link preview, multiple links, smooth transition

13 <u>Multimedia: An efficient, streamable text format for multimedia captions and subtitles</u>

Dick C. A. Bulterman, A. J. Jansen, Pablo Cesar, Samuel Cruz-Lara

August 2007 **Proceedings of the 2007 ACM symposium on Document engineering DocEng '07**

Publisher: ACM Press

Full text available: <u>pdf(387.59 KB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

In spite of the high profile of media types such as video, audio and images, many multimedia presentations rely extensively on text content. Text can be used for incidental labels, or as subtitles or captions that accompany other media objects. In a multimedia document, text content is not only constrained by the need to support presentation styles and layout, it is also constrained by the temporal context of the presentation. This involves intra-text and extra text timing synchronization wit ...

Keywords: DFXP, SMIL, ambulant, realtext, streaming text, timed text

14 <u>Hypertext culture & communication: Assembly lines: web generators as hypertexts</u>

Elizabeth M. Losh

September 2007 **Proceedings of the 18th conference on Hypertext and hypermedia HT '07**

Publisher: ACM Press

Full text available: <u>pdf(287.67 KB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

http://www.ups.com/WebTracking/track.

Keywords: PHP hacking, hypertext theory, participatory culture, web 2.0, web generators

15 Hypermedia in the Small: Hunter gatherer: interaction support for the creation and management of within-web-page collections
M. C. schraefel, Yuxiang Zhu, David Modjeska, Daniel Wigdor, Shengdong Zhao
May 2002 **Proceedings of the 11th international conference on World Wide Web WWW '02**
Publisher: ACM Press

Full text available: pdf(447.72 KB)   Additional Information: full citation, abstract, references, citings, index terms

Hunter Gatherer is an interface that lets Web users carry out three main tasks: (1) collect components from within Web pages; (2) represent those components in a collection; (3) edit those component collections. Our research shows that while the practice of making collections of content from within Web pages is common, it is not frequent, due in large part to poor interaction support in existing tools. We engaged with users in task analysis as well as iterative design reviews in order to underst ...

Keywords: attention, collections, information gathering and management, transclusions, web-based interaction design

16 Tutorial: The basics of e-learning: an excerpt from handbook of human factors in web design
Lisa Neal, Diane Miller
August 2005 **eLearn**, Volume 2005 Issue 8
Publisher: ACM Press
Full text available: html(121.89 KB)
Publisher Site   Additional Information: full citation, index terms

17 Supporting Generic Sketching-Based Input of Diagrams in a Domain-Specific Visual Language Meta-Tool
John Grundy, John Hosking
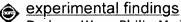May 2007 **Proceedings of the 29th International Conference on Software Engineering ICSE '07**
Publisher: IEEE Computer Society
Full text available: pdf(2.04 MB)   Additional Information: full citation, abstract, index terms

Software engineers often use hand-drawn diagrams as preliminary design artefacts and as annotations during reviews. We describe the addition of sketching support to a domain-specific visual language meta-tool enabling a wide range of diagram-based design tools to leverage this human-centric interaction support. Our approach allows visual design tools generated from high-level specifications to incorporate a range of sketching-based functionality including both eager and lazy recognition, moving ...

18 Computer supported collaborative learning using CLARE: the approach and experimental findings
Dadong Wan, Philip M. Johnson
October 1994 **Proceedings of the 1994 ACM conference on Computer supported cooperative work CSCW '94**
Publisher: ACM Press

Full text available: pdf(1.29 MB)   Additional Information: full citation, abstract, references, citings, index terms

Current collaborative learning systems focus on maximizing shared information. However, "meaningful learning" is not simply information sharing but, more importantly, knowledge

construction. CLARE is a computer-supported learning environment that facilitates meaningful learning through collaborative knowledge construction. CLARE provides a semi-formal representation language called RESRA and an explicit process model called SECAI. Experimental evaluation through 300 hours of cla ...

Keywords: collaborative work, computer supported collaborative learning, knowledge construction, knowledge representation, meaningful learning

19 <u>Issues in the design and specification of class libraries</u>

Gregor Kiczales, John Lamping

October 1992 **ACM SIGPLAN Notices , conference proceedings on Object-oriented programming systems, languages, and applications OOPSLA '92**, Volume 27 Issue 10

Publisher: ACM Press

Full text available: <u>pdf(1.97 MB)</u>   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

20 <u>Documents as user interfaces</u>

Eric A. Bier, Ken Pier

March 1991 **Proceedings of the SIGCHI conference on Human factors in computing systems: Reaching through technology CHI '91**

Publisher: ACM Press

Full text available: <u>pdf(203.03 KB)</u>   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

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> Interact '99, IOS press, pp. 163-. 170. [3] Darken, R. & Sibert, ...
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[Czerwinski99] Czerwinski, M. P., Dantzich, M., Robertson, G. and Hoffman, H. "The

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